

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A storage medium for storing an image generating program which causes a computer to generate a display image used for displaying a plurality of objects placed in a two-dimensional or three-dimensional virtual space, wherein

the image generating program causes the computer to perform:

storing weighted values of the objects;

storing positions of the objects in the virtual space;

determining a barycenter of the objects based on the weighted values and the positions of the objects; and

generating a display image in which the barycenter lies in approximately a center of the display image, wherein

a heaviest weighted value is assigned to a player character which is operable by a player, and wherein

a weighted value equal to or greater than a sum of weighted values of objects other than the player character is dynamically assigned to the player character.

2. (Currently Amended) The storage medium according to claim 1, wherein the player character, as one of the objects, is an object to be displayed preferentially by virtue of having assigned to it the has a heavier weighted value than other objects.

3. (Cancelled)

4. (Currently Amended) The storage medium according to claim 1, wherein
a level of importance is previously provided for each object, and
the image generating program further causes the computer to perform assigning a heavier
weighted value to the player character, as one of the objects, object for which a higher level of
importance is provided compared to other objects.

5. (Cancelled)

6. (Previously Presented) The storage medium according to claim 1, wherein, in the
determining a barycenter, the image generating program causes the computer to determine a
barycenter of objects placed within a predetermined area, which is a portion of the virtual space.

7. (Previously Presented) The storage medium according to claim 1, wherein, if a
barycenter determined by the determining a barycenter lies outside a predetermined allowable
limit which is centered around specific one object of the plurality of objects, the image
generating program causes the computer, in the generating a display image, to generate a
display image in which an intersection point of a line segment, connecting the barycenter and the
specific one object, and an outer edge of the allowable limit lies in approximately a center of the
display image.

8. (Previously Presented) The storage medium according to claim 1, wherein,
the virtual space is a three-dimensional virtual space, and

the display image generating further includes generating a display image using a virtual camera whose sight point is the barycenter.

9. (Previously Presented) The storage medium according to claim 8, wherein a weighted value of a specific one object of the plurality of objects changes in accordance with a position of the virtual camera.

10. (Previously Presented) The storage medium according to claim 9, wherein the closer a distance between the virtual camera and the sight point becomes, the heavier a weighted value of the specific one object becomes.

11. (Previously Presented) The storage medium according to claim 1, wherein the virtual space is a three-dimensional space, and the generating a display image further includes generating a display image by bringing the sight point of a virtual camera closer to the barycenter determined by the determining a barycenter at a constant rate.

12. (Currently Amended) A game device for generating a display image used for displaying a plurality of objects placed in a two-dimensional or three-dimensional virtual space, comprising:

weight storage locations for storing weighted values of the objects;

position storage locations for storing positions of the objects in the virtual space;

barycenter determination programmed logic circuitry for determining a barycenter of the objects based on the weighted values and the positions of the objects; and

display image generating programmed logic circuitry for generating a display image in which the barycenter lies in approximately a center of the display image, wherein

a heaviest weighted value is assigned to a player character which is operable by a player, and wherein

a weighted value equal to or greater than a sum of weighted values of objects other than the player character is dynamically assigned to the player character.

13. (Currently Amended) A method of displaying a virtual environment containing a plurality of virtual objects comprising:

storing a weighted value for at least two of the virtual objects;

storing a position value for the at least two virtual objects;

determining an average position between the at least two virtual objects based at least in part on the stored weighted values and positions for each of the at least two virtual objects; and

displaying a virtual environment wherein a displayed center of the displayed environment depends at least in part on the position determined by the determining an average position, wherein

a heaviest weighted value is assigned to a player character which is operable by a player, and wherein

a weighted value equal to or greater than a sum of weighted values of objects other than the player character is dynamically assigned to the player character.

14. (Previously Presented) The method of claim 13, wherein the virtual environment is a two-dimensional environment.

15. (Previously Presented) The method of claim 13, wherein the virtual environment is a three-dimensional environment and the displaying a virtual environment further includes displaying a virtual environment wherein the sight point of a virtual camera is the displayed center.

16. (Cancelled)